* NES—PU–USA

PLATOON™

Instruction Manual

SUNSOFT™

for the Nintendo Entertainment System®

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PRECAUTIONS

Be sure to turn the power OFF before inserting the cartridge or removing it from the unit.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo

ENTERTAINMENT SYSTEM®

Thank You...

for purchasing the SUNSOFT "Platoon" Game Pak.

Please read this instruction booklet carefully **before** starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

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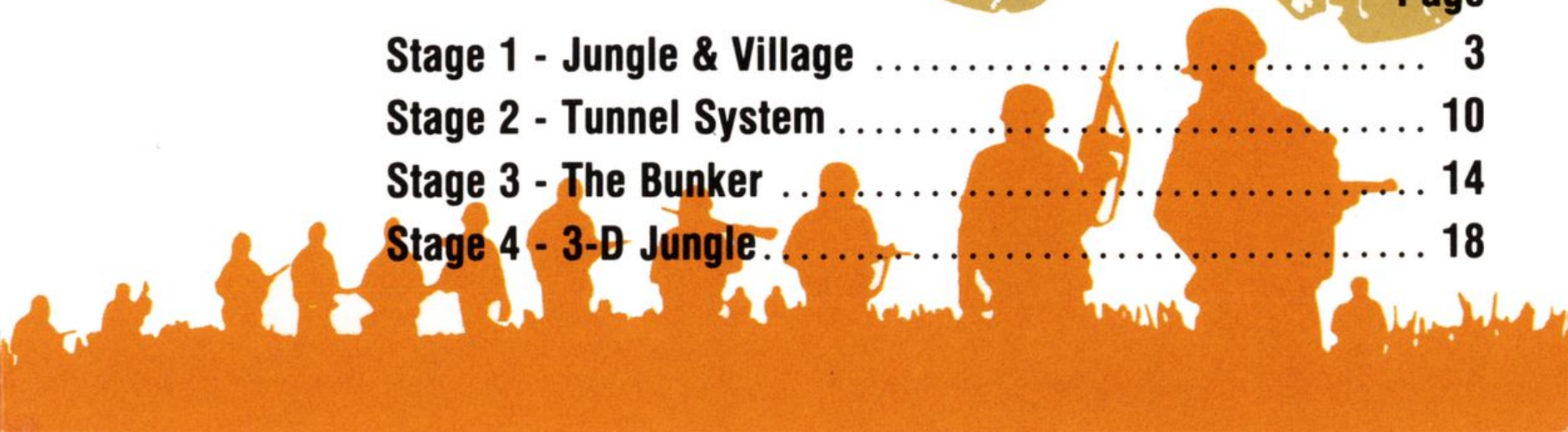


GAME STORY

Platoon the video game is based on the award winning film. The game is made up of four different stages:

1. Jungle & Village
2. Tunnel System
3. The Bunker
4. 3-D Jungle

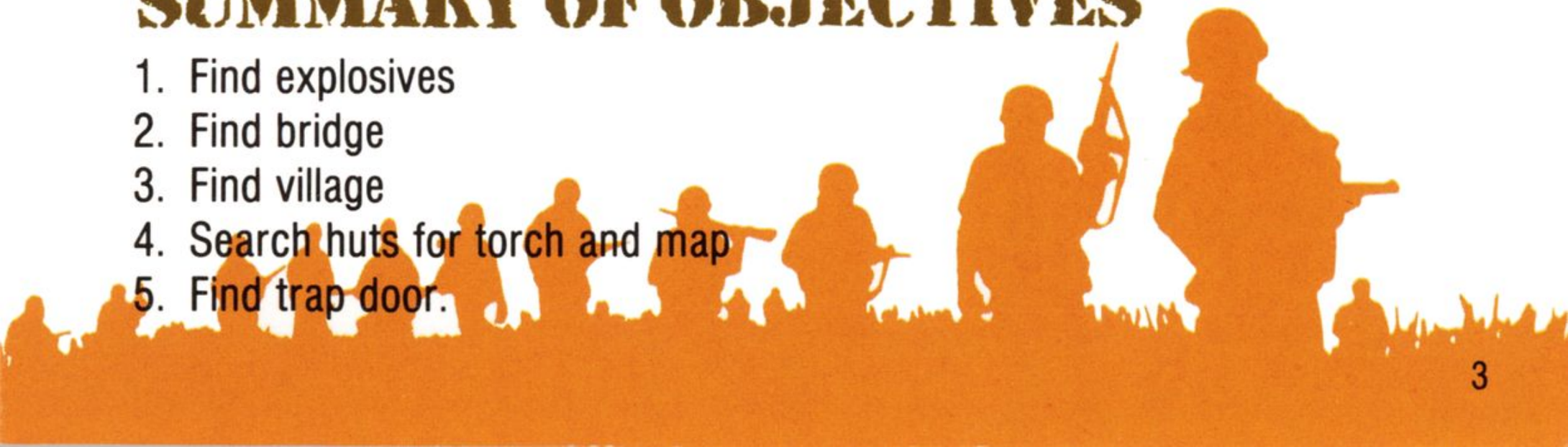
JUNGLE & VILLAGE STAGE 1

You must lead your Platoon deep into the dense jungle and ultimately the village. Once there, you will search the huts for valuable objects and a trap door to the tunnels.

While in the jungle you must find the **EXPLOSIVES** to blow up the bridge to the village and protect your Platoon from ambush from behind. The explosives will automatically be planted on the bridge when you cross it.

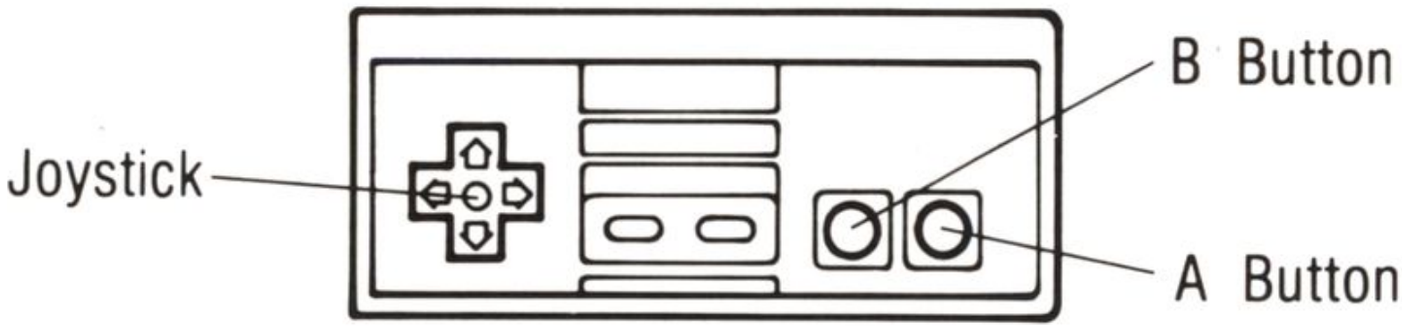
SUMMARY OF OBJECTIVES

1. Find explosives
2. Find bridge
3. Find village
4. Search huts for torch and map
5. Find trap door.



STAGE 1

JOYSTICK OPERATION



Joystick, **Up** - Jump, Walk up, Enter hut, Examine object
Down - Duck, Walk down, Leave hut
Left - Walk left
Right - Walk right

A Button - Throw Grenade

B Button - Shoot M-16 Rifle

JUNGLE & VILLAGE STAGE 1

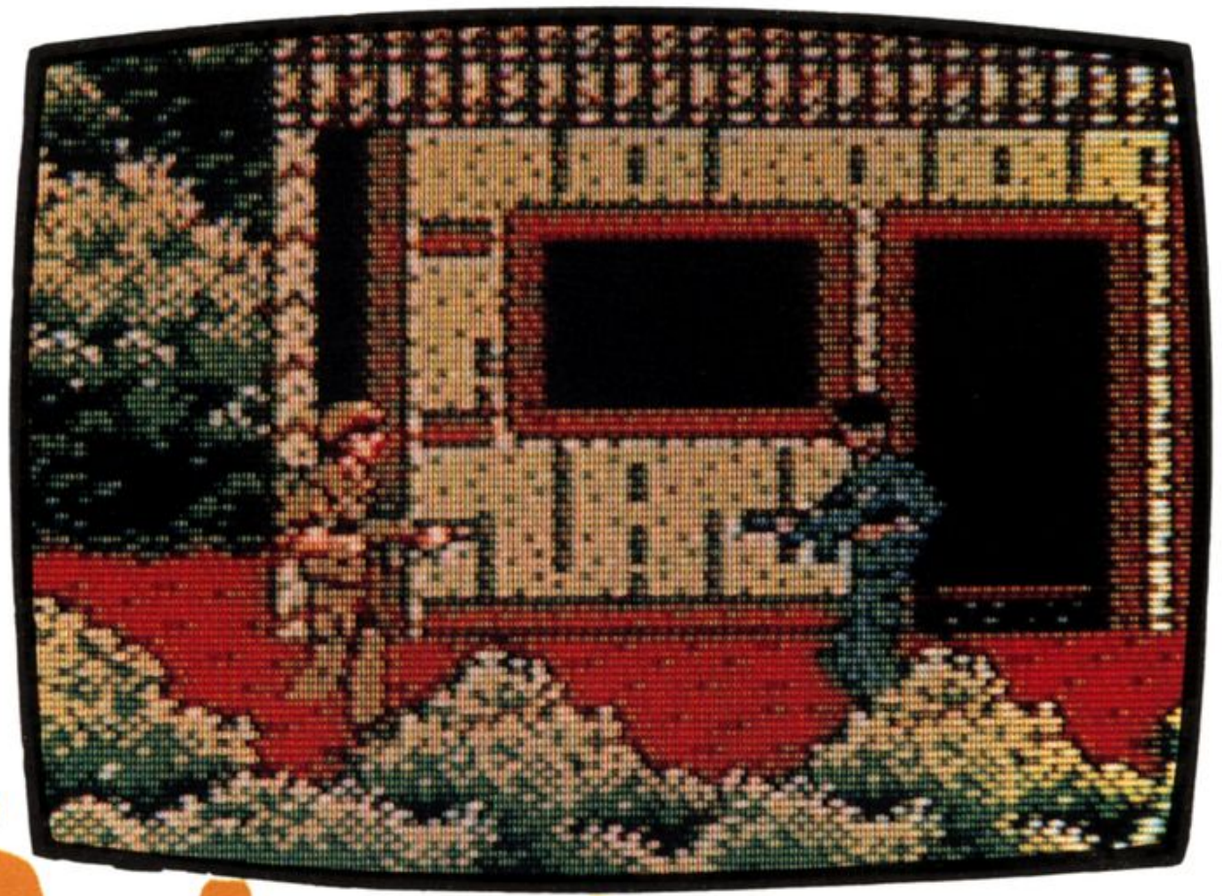
★ **Status** - In all, you have 5 Platoon members. When all 5 are destroyed, the game is over.

★ **Hits** - Each time a Platoon member is hit it will register in this indicator. Four hits will destroy one Platoon member.

★ **Morale** - This will decrease if innocent villagers are shot by mistake. If 6 villagers are shot, the game is over.

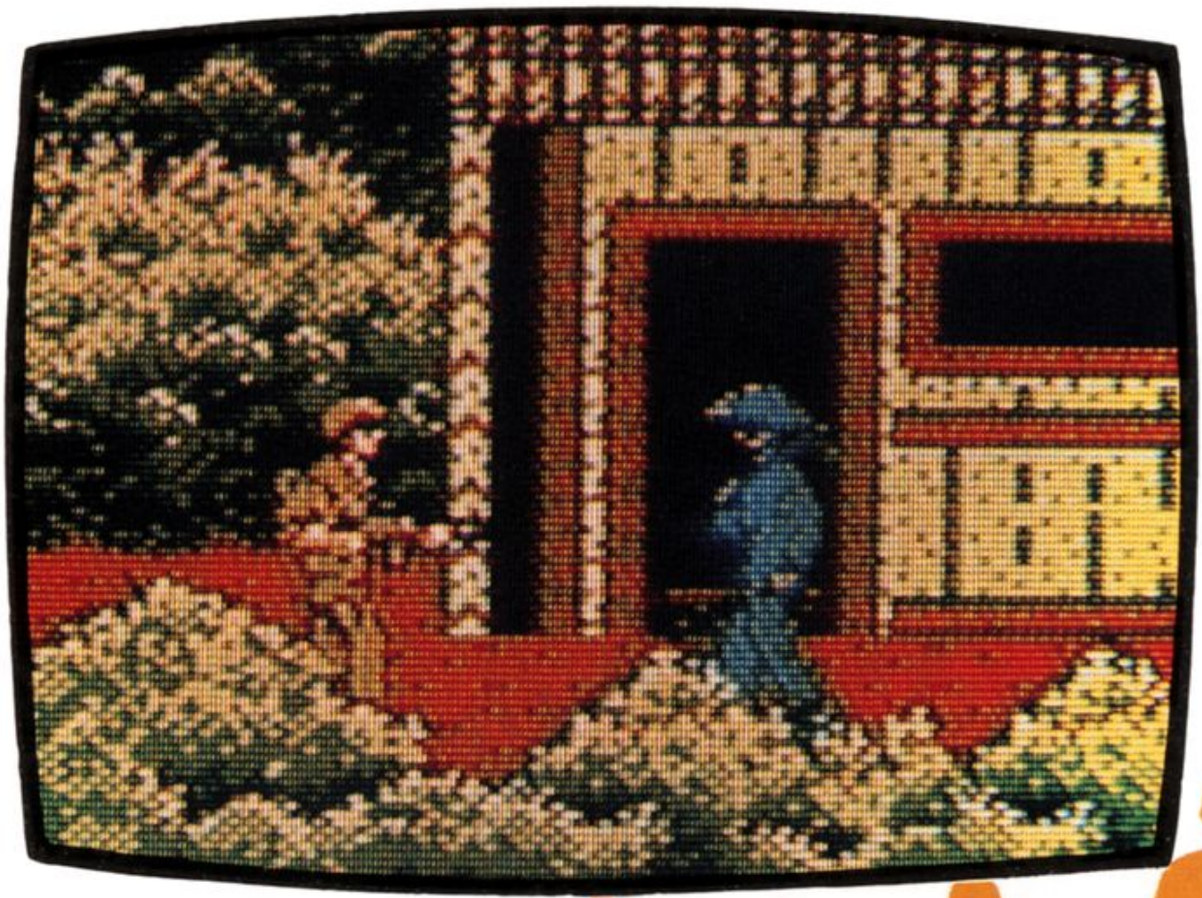
★ **Trip Wires** - If a Platoon member touches a trip wire, he will be instantly destroyed.

STAGE 1 JUNGLE & VILLAGE



Enemy soldier:
After destroying enemy soldiers, your platoon members may be able to pick up medical supplies that will restore your Hits and Morale.

JUNGLE & VILLAGE STAGE 1



Innocent villager:
Avoid them to preserve Morale.

STAGE 1 JUNGLE & VILLAGE

Huts:
Valuable objects are inside but be careful of booby traps.

SCORING STAGE 1

Enemy soldiers ★★★★★★★★★★★★ 300 points
Pick up medical supplies ★★★★★ 300 points
Finding map or torch ★★★★★★★ 1,000 points
Completing stage ★★★★★★★★★★ 1,000 points
Bonus ★★★★★★★★★★★★★★★★★★ 10,000 points per Platoon member still alive.

HINTS

We strongly recommend that you map out this first sequence in order to complete it more easily.

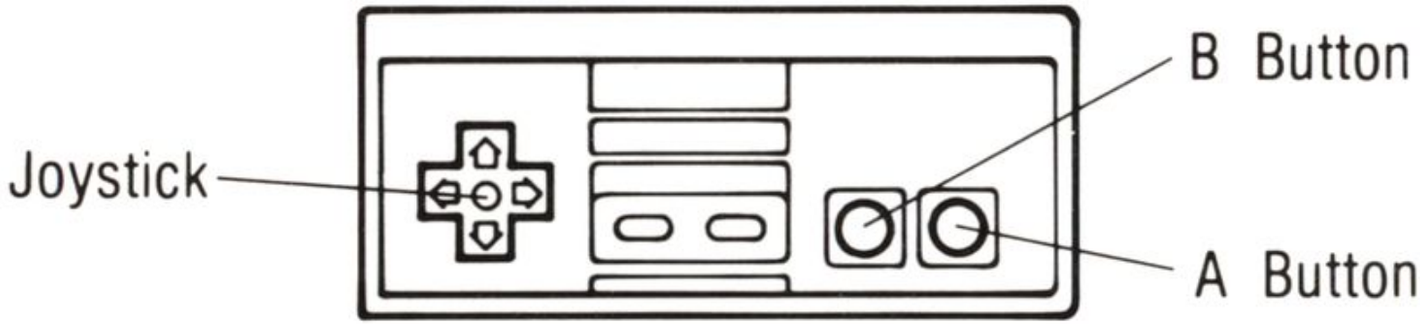
Once you have the explosives, you must retrace your steps around the left side of the original starting point in order to find the correct route to the bridge.

STAGE 2 THE TUNNELS

Leaving the rest of the Platoon in the village, you volunteer to enter the tunnel system through the trap door. Using your torch and map, you must be on the watch for guerillas you must destroy. Be careful, some guerillas swim under water and surface with knives in hand. The tunnel contains rooms which may contain medical supplies, food and ammo. It is essential that you find the **FLARES AND COMPASS** that must be used in your next battles.

JOYSTICK OPERATION

STAGE 2



Joystick, **Up** - Walk forward, Move crosshair target sight up
Down - Move crosshair target sight down
Left - Turn left, Move crosshair target sight left
Right - Turn right, Move crosshair target sight right

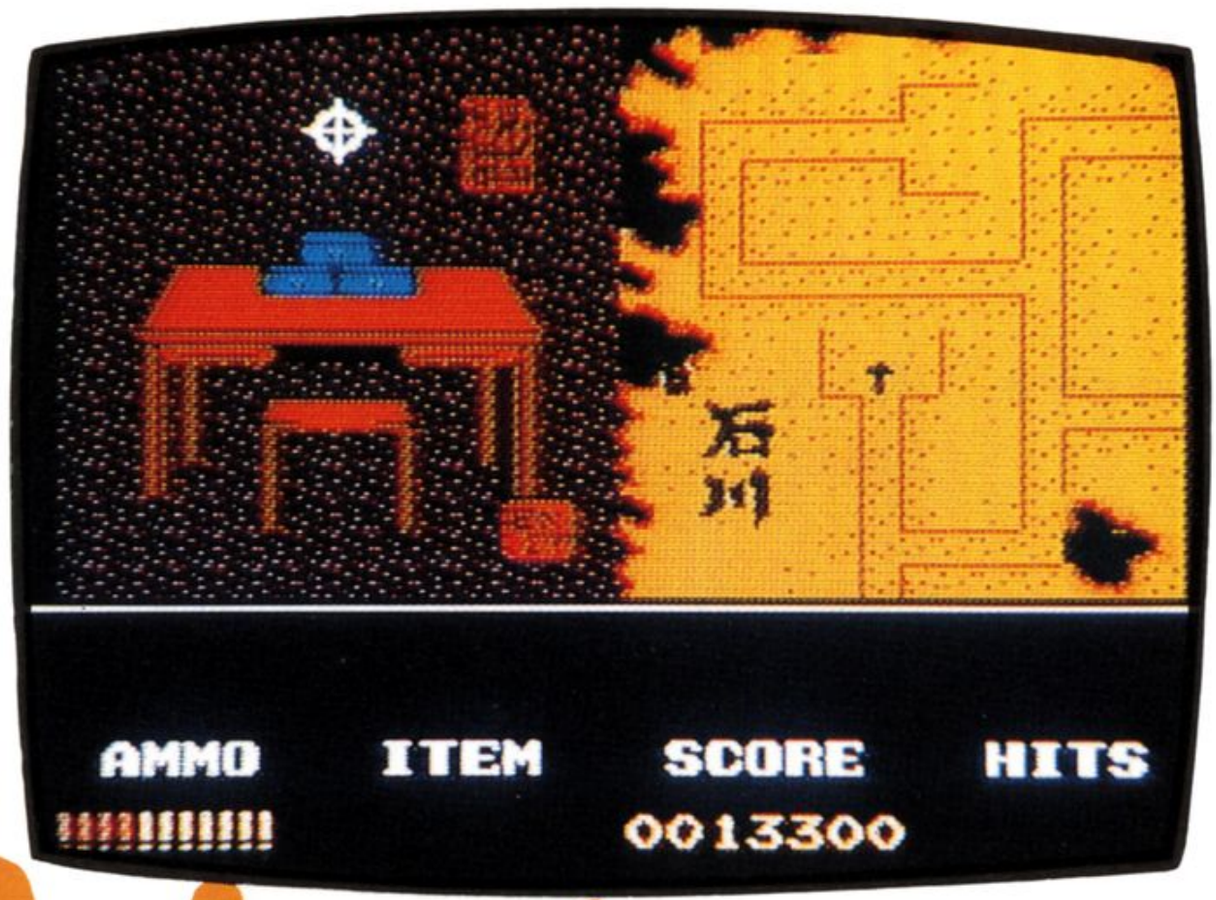
A Button - Not used

B Button - Shoot, examine object

STAGE 2 THE TUNNELS

To examine an object: Move the crosshair target sight over it and press the B Button (Fire).

To exit a room point the target to the lower right corner of the room and press B (Fire).



Tunnel Network Room

SCORING STAGE 2

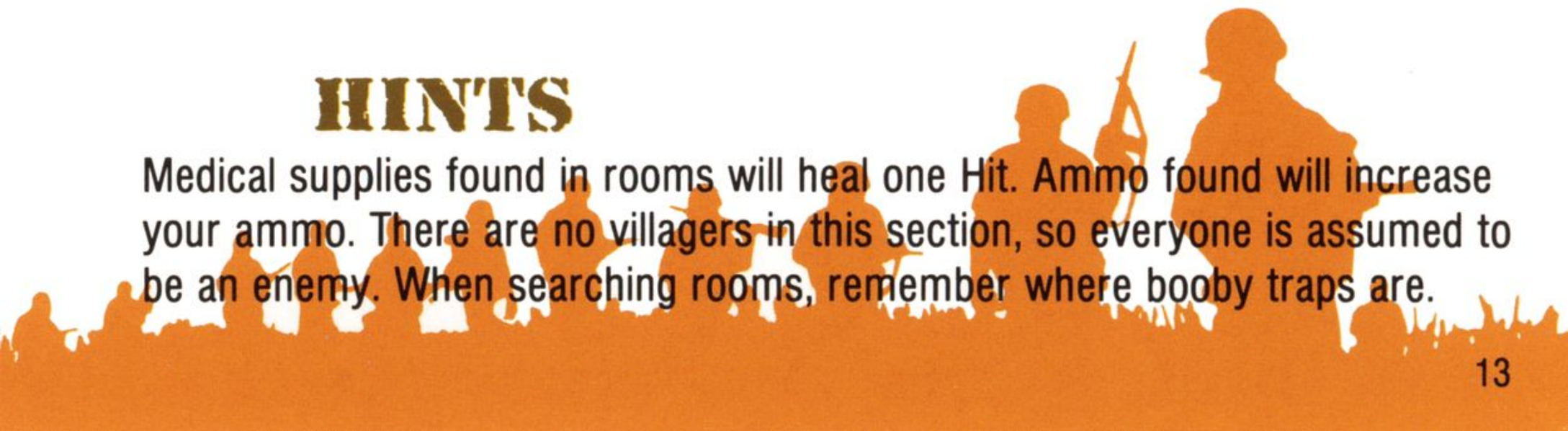
Enemy ★★★★★★★★★★★★★★★ 300 points
Find useful object ★★★★★★ 500 points
Complete stage ★★★★★★ 30,000 points

HITS

While in the tunnels you have two lives and four hits per life. If both lives are lost, the game is over.

HINTS

Medical supplies found in rooms will heal one Hit. Ammo found will increase your ammo. There are no villagers in this section, so everyone is assumed to be an enemy. When searching rooms, remember where booby traps are.

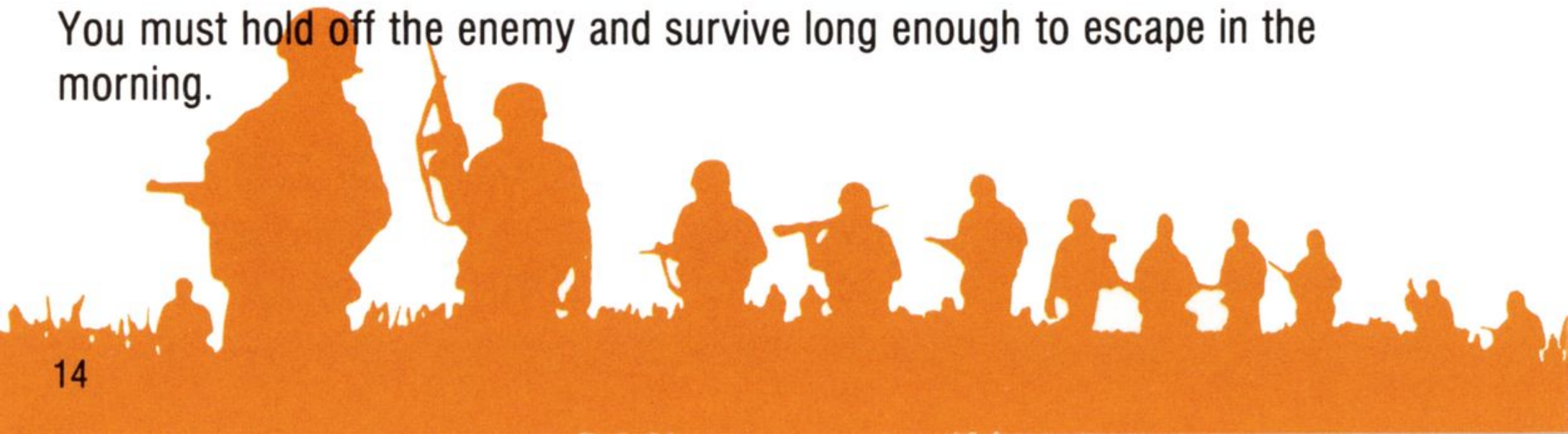


STAGE 3 THE BUNKER

After finding the exit to the tunnels, you find yourself in a foxhole at night. You are tired and unsure of the territory, so you decide to rest until the base camp assures you the coast is clear.

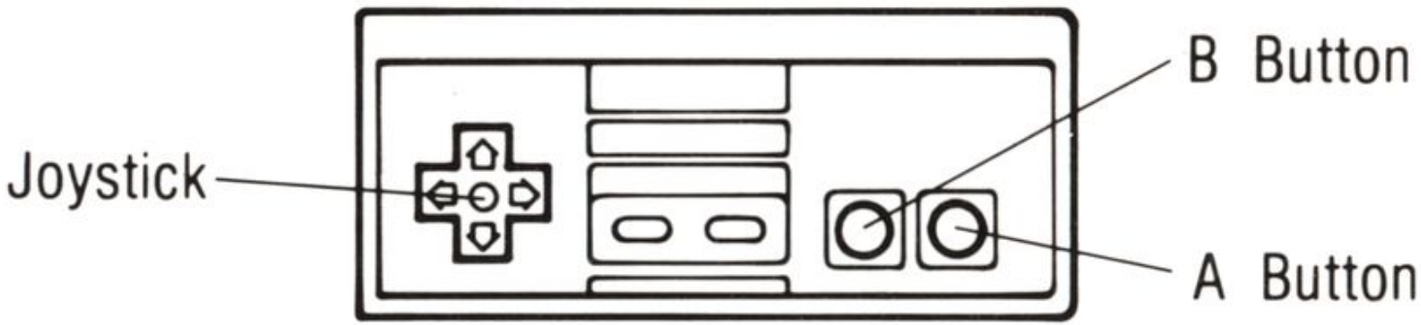
Unfortunately a group of guerillas is closing in and will attack if they see you. With your M-16 rifle and flares you must carefully launch flares and shoot enemies. Be careful not to shoot all the enemies you see because your rifle muzzle flash will give your location to other enemies.

You must hold off the enemy and survive long enough to escape in the morning.



JOYSTICK OPERATION

STAGE 3



Joystick - Move crosshair target sight up, down, left or right

A Button - Not used

B Button - Shoot

STAGE 3 THE BUNKER

Launch flare, place target sight over the flare gun and press "B" Button (Shoot).

The flare gun

SCORING STAGE 3

Enemy ★★★★★★★★★★★★★★★★★★★★★★★★ 300 points
Completing stage ★★★★★★★★★★★★ 50,000 points

HITS

Same as Stage 2 - Tunnel network

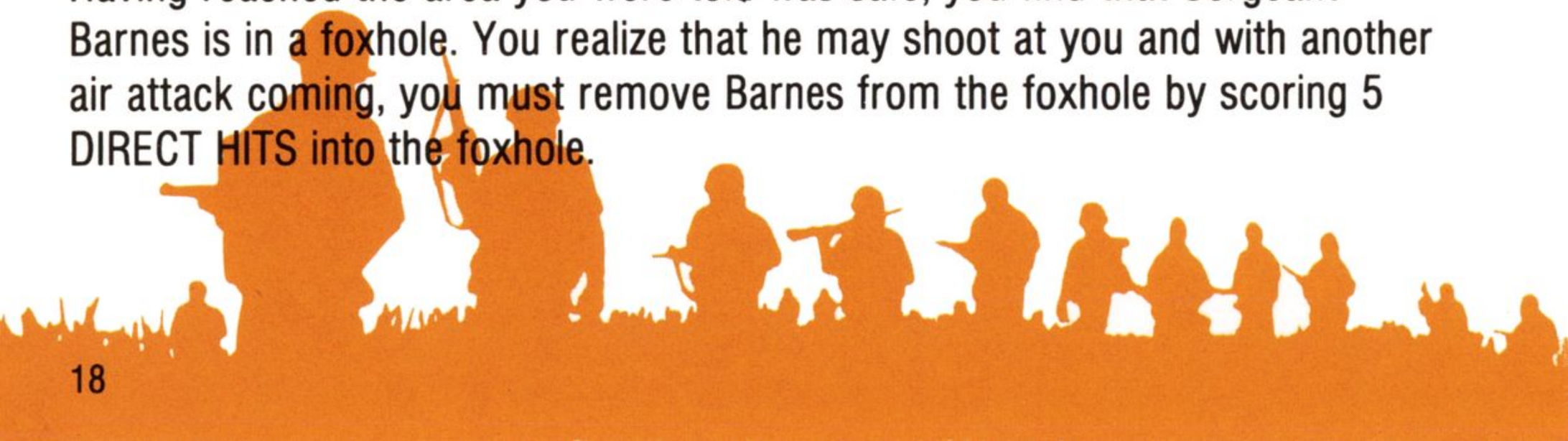
HINTS

Conserve ammo and flares by sending up flares in a rhythm.

STAGE 4 3-D JUNGLE

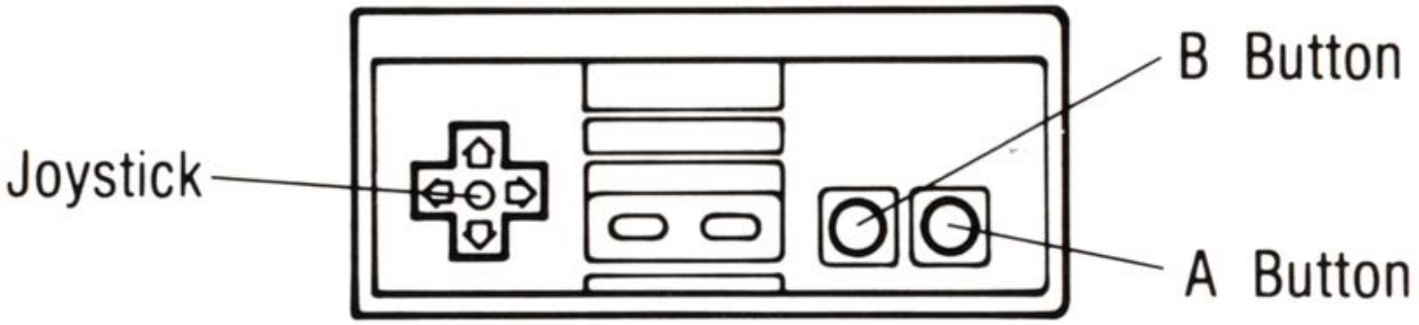
Having survived a sleepless and dangerous night, you go out in search for Sergeant Elias — your Platoon leader. However, you meet Sergeant Barnes who informs you that Elias is destroyed in action. Shortly thereafter, you see Elias being chased by guerillas and destroyed by them. You realize Barnes must be responsible. Just then you are informed by radio that the area will be napalmed in 4 minutes and your area is crawling with guerillas. You may have just enough time to escape the area.

Having reached the area you were told was safe, you find that Sergeant Barnes is in a foxhole. You realize that he may shoot at you and with another air attack coming, you must remove Barnes from the foxhole by scoring 5 DIRECT HITS into the foxhole.



JOYSTICK OPERATION

STAGE 4



Joystick, **Up** - Move up the screen
Down - Move back down the screen
Left - Move left
Right - Move right

A Button - Not used

B Button - Shoot

STAGE 4

SCORING

Enemy ★★★★★★★★★★★★★★★★★★★★★★★★ 5,000 points
Direct Hit on Barnes' Bunker ★★★★★★ 5,000 points

HITS

If you are shot or touch barbed wire or mines, you will register one hit. When you have 5 hits you will lose one Platoon member. If 2 Platoon members are lost, the game is over.

HINTS

Keep moving North.

Good Luck!

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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